

# Nilesh Krishnan

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## SKILLS/LANGUAGES

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- C/C++
- C#
- Unreal Engine 4
- Unity
- Platforms - PS4, Xbox One, Switch

## WORK EXPERIENCE

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Sumo Video Games Private Limited

July 2016 — Present

Game Programmer

### Projects :

- Dead Island 2 (1 Year 2 months) (Unreal Engine – C++)

#### Target Platforms – PC, PS4, XBox One

- Improved Unreal Engine's Animation system to allow tagging keyframes with name/enum and using the tags to play animations instead of animation time.
- Wrote a script that could replace/remove all references to a variable or a function call in blueprints with another variable or function call.
- Contributed to the development of a debug visualizer tool that could be easily plugged into a system that required debug data to be printed on the screen.
- Developed tools for designers to create and balance game economy and loot spawning.
- Developed the system to handle 2D contextual UI on 3D world space, along with networking support.
- Improved the UI code architecture to reduce the memory footprint created by the game UI.
- Wrote the game's economy and loot spawning system to create dynamic loot for the player.
- Contributed to the development of the game's quest system.
- Developed the game's framework to handle mouse inputs while in a UI screen.

- Human Fall Flat (2 months) (Unity – C#)

#### Target Platforms – PS4, XBox One, Switch

- Lead the development team in the Indian studio for the duration of this project.
- Wrote a platform library that handled platform specific functionality such as Input, Save System, Achievements, Users and Game Events for PS4, Xbox One, Switch and Steam for Unity.
- Wrote the game's voice chat system for PS4.

- **Snake Pass (1 month)**

**(Unreal Engine – C++)**

**Target Platforms – PS4, Switch**

- Worked on creating a Japanese localized build for the game.
- Was responsible for managing the build machine and delivering builds on PS4 and Switch.
- Made modifications to the Unreal Engine's startup video player to support some specifications required by the publisher.
- Worked on some bugfixes where required.
- Created a demo build for the game for showcase at Tokyo Game Show.

- **Team Sonic Racing (11 months)**

**(Sumo Engine – C++)**

**Target Platforms – PC, PS4, Xbox One, Switch**

- Worked as part of the gameplay team to implement various game modes that can be played in the game, and unique mechanics for each of them.
- Worked on creating skid marks for the cars, as well as added support for artists/designers to set up different types of skid mark effects.
- Worked as a part of the team working on creating different slowdown surfaces that affects the racers.
- Added support for controller vibrations using WWise for PS4, Xbox One and PC.
- Updated the game engine's UI tools to add support to render 3D models to the UI.
- Worked on the UI and audio requirements for the game modes and racers.
- Worked on bug fixes for both, the build showcased in E3 as well as the final release.

- **Unannounced AAA Project (3 months – Current)**

**(Unreal Engine – C++)**

**Target Platforms – Mac OS, iOS, Apple TV, PC, Switch**

- Working as part of the gameplay team responsible for working on character control systems.
- Responsible for developing and maintaining the entire camera and camera controls system that the game will use.
- The system presently involves various different types of camera behaviours, activator volumes, points of interests, custom blending and camera settings adjustments.
- Communicate with the level designers and make sure they have all the tools required to set up cameras in the levels.

**Projects :**

◦ **Ride em Rigby (3 Months) :**

**(Unity – C#)**

**Target Platforms – iOS, Android**

- Optimized the existing game code in order to provide support for low end devices.
- Fixed bugs to make the game more stable and feel better to play.

◦ **Star Trek - Trexels (1 Year and 7 months) :**

**(Unity – C#)**

**Target Platforms – iOS, Android**

- Developed the core back-end to communicate with the game server and initialize the latest data available.
- Developed a tools to help designers create in-game content while playing the game and output the level data that could be easily fed into our game data xml.
- Heavily optimized a lot of the game code to in order to support low end devices.
- Wrote the entire game AI and the exploration half of the gameplay.
- Designed and developed a plug-and-play networking solution, collaborating with the server side developers for the latest game update which introduced multiplayer game mode so that it can be reused by any of the other projects.

- Extensively tested single and multiplayer modes for optimal player experience.
- Tested and recreated major gameplay and AI bugs, and reported the ccauses and effects for effective solutions.
- Provided important and regular feedback the help and improve the overall game balance.

## EDUCATION

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B.Tech - Computer Science and Game Development

August 2011 — March 2015

*Backstage Pass - Institute of Gaming and Technology (GPA – 8.6)*

### **Student Work-**

- Took part in multiple small scale projects with various classmates to make simple games such as pong, basic sidescrollers etc.

Started working on a simple 2D game engine written in C++ using the graphics library SFML supporting various features such as scene management, memory management, particles, animations, physics through Box2D and support for the 2D animation tool called Spine.

HSC in Science

August 2009 — March 2011

*New English Junior College*

## INTERESTS

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- Playing RPGs and Strategy games.
- Reading.
- Designing pen and paper mechanics to pass time.
- Playing board games.
- Coding simple ideas over weekends as a fun exercise.